



# A Practical Software Measurement Mechanism

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# Topics

- Measurement Overview
- Fault Measurement and Estimation Mechanism
  - ◆ Structural Measurement
  - ◆ Fault Identification and Counting
  - ◆ Fault Burden Computation
- DARWIN – A Network Appliance for Measurement
- Summary
- References



# Measurement Overview

- Measurement is central to any engineering process
- All software design decisions governed by measurable outcomes
- All code development controlled by measurable outcomes
- All software test activity controlled by measures of test activity
- All software reliability decisions quantified



# Measurement Overview

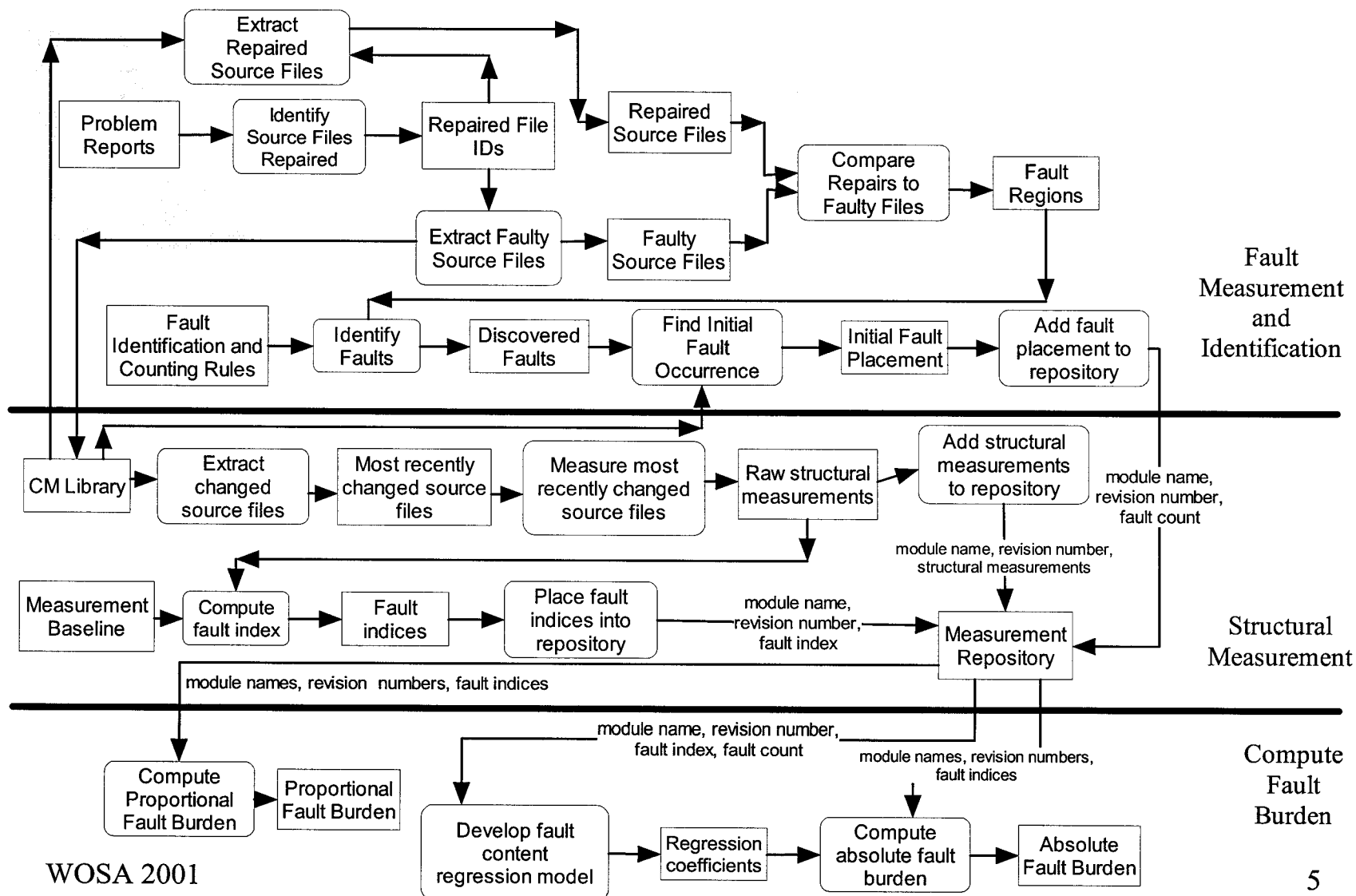
Fault content during development can be estimated using measurements of system's structural evolution [Mun98,Niko981].

- ◆ Make structural measurements each time a new version of a module is checked into CM repository.
- ◆ Analyze raw measurements with respect to a set of measurements from a baseline build
- ◆ Compute fault index via principal components analysis [Dillon84]
- ◆ Track structural evolution by recording differences between fault indices for subsequent versions of each module comprising the system.
  - ✦ Difference is termed fault change
  - ✦ Absolute value of difference is termed net fault change



# Fault Measurement and Estimation Mechanism

JPL





# Measurement Mechanism

## ■ Attributes

- ◆ Two of the three major areas can be automated
- ◆ Fault identification and counting is still a manual activity...
  - ✧ But is not necessary to get useful information.
  - ✧ Proportional fault burdens may be estimated without failure and fault information.



# Structural Measurement

## What Gets Measured?

- **Measurement elements for development**
  - ◆ **Static source code attributes**
  - ◆ **Rate of code change**
  - ◆ **Software faults**
- **Measures of design and code quality**
  - ◆ **Operational entropy**
  - ◆ **Functional entropy**
- **Measurement in software test**
  - ◆ **Measures of test efficiency**
  - ◆ **Measures of test effectiveness**
  - ◆ **Measures of test entropy**



# Structural Measurement

## How Do We Measure?

- Establish a measurement baseline
  - ◆ Performed infrequently
  - ◆ Must be done at least once at the start of a measurement effort
  - ◆ Baseline should also be changed as follows:
    - ✦ For a system with multiple releases (e.g., more than 2), change baseline after each release.
    - ✦ Re-establish baseline if measurement tools change – experience indicates that no two tools make measurements the same way
  - ◆ Establish separate baseline for each programming language





# Structural Measurement (cont'd)

## How Do We Measure?

- Identify source modules that have changed since the last set of structural measurements was made
  - ◆ Measure each time developers check modules into CM library
    - ✦ For a large development effort, measurement overhead might become large enough to pose burden on developers
  - ◆ At a regular time each day (preferably when few or no developers are on the system), identify all of the modules that have changed since the last time measurements of the system were taken
    - ✦ Developers don't notice measurement overhead
    - ✦ Failure of measurement mechanism will not affect developers



# Structural Measurement (cont'd)

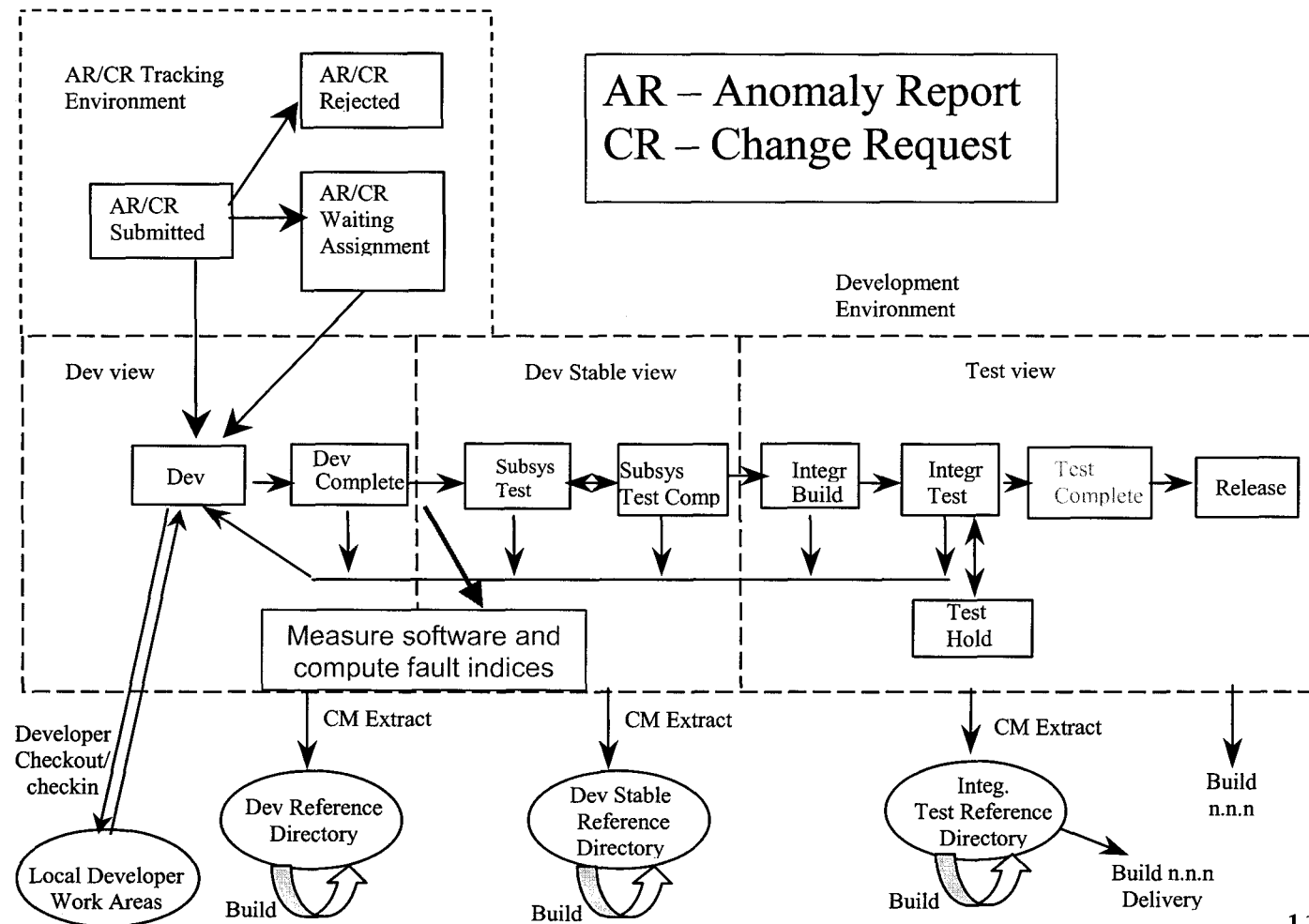
## How Do We Measure?

- Take structural measurements of the identified source modules
  - ◆ Measure components that are at the same level of maturity to ensure fault indices have the same meaning
  - ◆ CM systems may offer different views of a system
    - ✦ components that have completed unit test
    - ✦ components that have completed integration test
  - ◆ Need to strike balance
    - ✦ compare systems of similar maturity, and
    - ✦ obtain enough measurements throughout the system's development to constitute a "good" change history
    - ✦ Recommend measuring components that have passed unit tests, but have not yet been integrated



# Structural Measurement (cont'd)

## How Do We Measure?





# Structural Measurement (cont'd)

## How Do We Measure?

- All measurement domains should be represented in measurement
  - ◆ Prior work indicates measurements fall into following domains [Mun98, Niko981]:
    - ✧ Size
    - ✧ Structure
    - ✧ Style
    - ✧ Nesting
  - ◆ Different languages may have different domains
    - ✧ Previous work did not include O-O measurement



# Fault Index: the Fault Surrogate

- Varies in direct proportion to software faults
- Used to estimate a module's fault burden (proportional or absolute)
- Ratio of two module's fault indices indicates how many more faults one module has than another
- Absolute fault burden can be estimated by using fault index as input to a (regression) model relating the fault index to the number of faults



# Fault Standard

- A fault standard must be created for all fault recording processes.
- A valid fault standard has the properties that:
  - ◆ All developers will record faults in exactly the same way
  - ◆ All developers will enumerate faults in exactly the same manner.
- Fault standard must be validated by experiment



# Fault Identification and Counting

- Identify failures and faults
  - ◆ For each failure, identify all source files changed in making repairs
  - ◆ Identify individual faults removed from software in response to a failure
    - ✦ Compare repaired source files to versions of those source files containing the faults
    - ✦ Apply fault identification and counting rules [Niko98,Niko981] to the resulting differences between the two sets of files.



# Fault Identification and Counting

- For each fault, identify point at which it was first inserted into the software
  - ◆ Search all previous versions of module to identify version in which fault first appeared
  - ◆ Measure structural difference between version in which fault initially appeared and immediately preceding version.
  - ◆ Develop regression model relating number of faults inserted as a function of structural change.





# Fault Identification and Counting

- Project management can establish and enforce following policy:
  - ◆ Do not make repairs and other types of changes to a component at the same time
  - ◆ First make the repairs, verify them, and check them into the configuration library
  - ◆ Use the repaired version as the basis for enhancing or adding functionality



# Fault Identification and Counting

- Changes made in response to a failure must be separated from requirements changes
  - ◆ Failing to do so will lead to unquantifiable noise in the fault measurements
  - ◆ Accuracy of regression models will be reduced, and may make their construction impossible.



# Fault Identification and Counting

- Some revision control and problem reporting systems have features that will help to implement this policy.
  - ◆ The CM system unit of work is a “change package”
    - ✦ Change packages created for problem reports, new functionality, or requirements change requests (CR)
    - ✦ Work associated with a problem report/CR/new functionality is checked into the change package.
  - ◆ Problem reporting system is tied to the CM system such that each new failure report creates a change package in the configuration library
    - ✦ Automatically provides a place for developers to submit the repairs
    - ✦ Successful enforcement ultimately the responsibility of project management and development teams.



# Fault Burden Computation

## ■ Proportional Fault Burden

- ◆ Compute ratio of its cumulative net fault change to the sum of the cumulative net fault change values for all modules in the system. e.g.
  - ✦ the cumulative net fault change for module A is 7,
  - ✦ the sum of the cumulative net fault change values for all modules in the system is 140,
  - ✦ we would expect module A to have 7/140, or 5%, of the total number of system faults
  - ✦ The proportional fault burden of module A would be 5%.



# Fault Burden Computation

- Absolute Fault Burden
  - ◆ Use regression model to predict number of faults inserted
    - ✦ Inputs – fault change, net fault change
    - ✦ Output – number of faults inserted

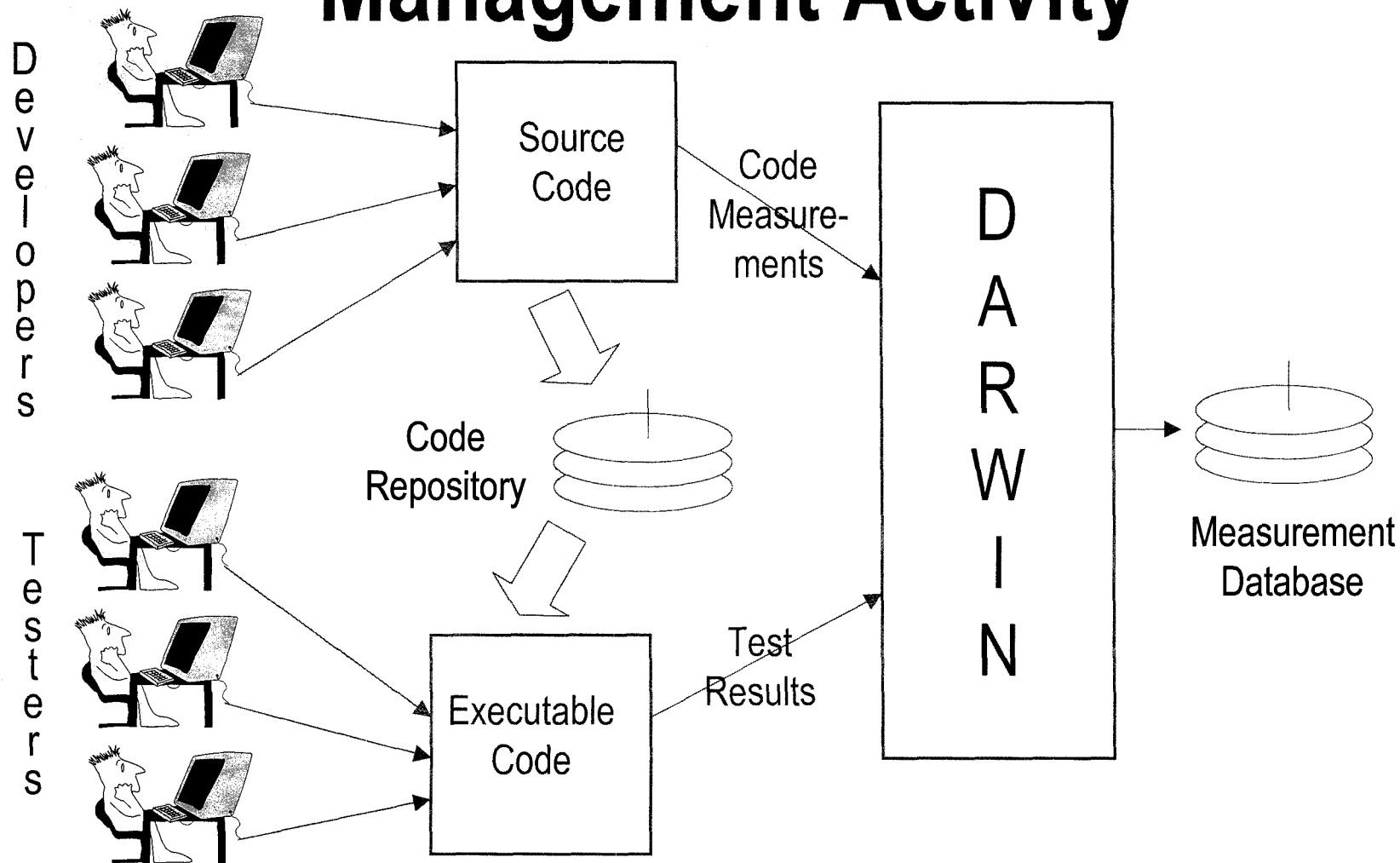


# **DARWIN - A Network Appliance for Measurement**

- DARWIN is an integrated network appliance to capture characteristics of evolving software.
  - ◆ Requirements
  - ◆ Fault reports
  - ◆ Failure reports
  - ◆ Source code measurements
  - ◆ Dynamic code measurements

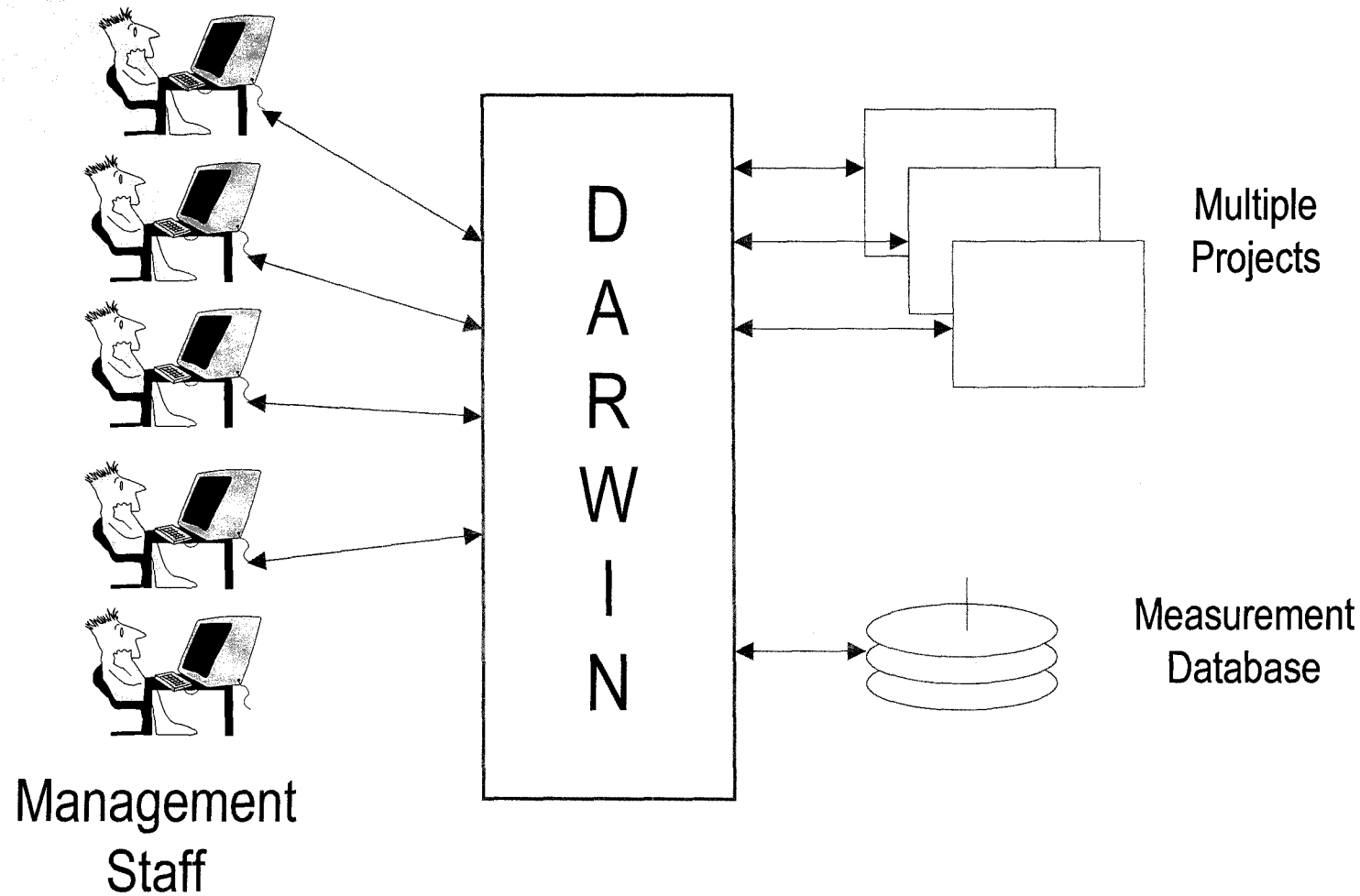


# DARWIN as a Database Management Activity





# DARWIN as a Management Tool







# Summary

- Recent work showing that a software system's measured structural is related to its fault content has led to the development of a practical measurement mechanism.
- Structural measurement activities can be automated by means of scripts interacting with the revision control system being used for the development effort
  - ◆ Scripts run at regularly-scheduled intervals to
    - ✦ Identify and measure the modules that have changed since the last time measurements were taken
    - ✦ Compute fault indices
  - ◆ Fault indices alone can be used to estimate the proportional fault burden of a given module at any time.
- A network appliance for performing measurement activities has been developed and will be installed at JPL.
  - ◆ Removes overhead of measurement activities from development platforms; minimizes effect on developers
  - ◆ Allows multiple projects to use the same measurement capability
    - ✦ Consistent measurement allows meaningful comparison of different projects.



# Summary (cont'd)

- ◆ Estimating absolute fault burden requires information obtained by tracing repaired faults back to the version of the module(s) in which they originally appeared
  - ◆ Cannot be completely automated
  - ◆ Also difficulty of separating changes due to fault repair from changes due to adding or enhancing functionality. Policies can be developed to require that these types of changes be given different types of labels in the configuration library, but software managers and development team leads are ultimately responsible for enforcing such policies.



# References

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